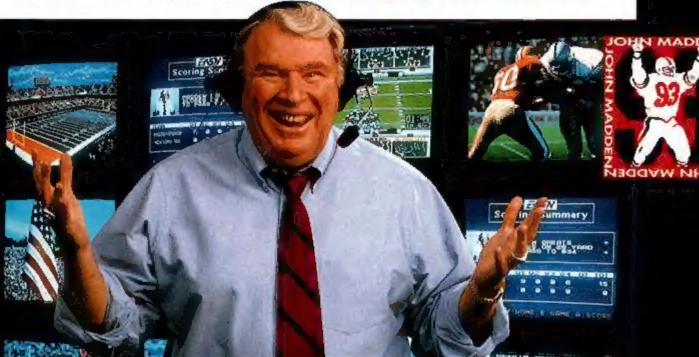
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PRESENTS

JOHN MADDEN FUUTBALLES



John Madden

INSTRUCTION BOOKLET





WARNING: PLEASE READ THE ENCLOSED CONSUMER INFOR-MATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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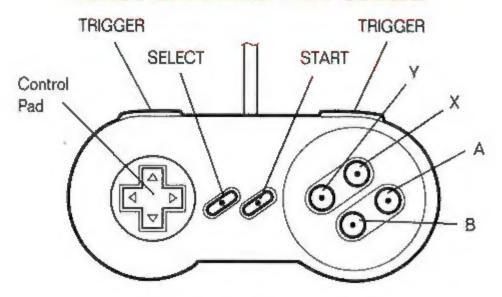


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CONTENTS

CONTROLLING THE GAME	2
STARTING THE GAME	4
SETTING UP THE GAME	4
GETTING ON THE BALL	6
Team Comparison Screen	6
Coin Toss/Wind	7
Receiving the Kick/Player Control	8
Kicking	9
Onside Kick	
OFFENSIVE COORDINATION	10
Offensive Sets	11
Offensive Formations	11
Offensive Plays	12
Offensive Audibles/Fake Snap	
Running	12
Passing	
Broken Passing Plays	
Hurry-Up Offense	14
DEFENSIVE COORDINATION	14
Defensive Formations	15
Defensive Sets	15
Defensive Plays	16
GAME STATS	16
PENALTY OVERTURN	16
PAUSE/TIMEOUTS	16
INSTANT REPLAY	17
SAVING/RESTORING PLAYOFFS	17
PLAYER RATINGS	18

CONTROLLING THE GAME



Summary of Commands

KICK-OFF

X

γ

w/Audible calls normal kick formation. В

Kickoff and activate defender nearest to ball. A

Call Audible. w/Audible calls onside kick formation.

Call Audible.

Anti-blitz play

Trigger

OFFENSE—BEFORE THE SNAP (For Hurry-Offense, press X after whistle blows,)

Х

Fake snap.

γ

В

Hike ball.

Trigger

Changes active player in Teammates mode w/ Control 2

OFFENSIVE AUDIBLES

X Cancel Audible. Y

Running play.

В

Trick play.

A

Trigger

OFFENSE—AFTER THE SNAP

RUNNING

X Hurdle. Y Dive. R

"Umph" break tackle.

A Spin. Trigger

PASSING

8

Trigger

Pass to receiver in window 8.

Reach for catch.

Pass to receiver in window Y.

Show passing windows. Pass to

Pass to receiver in window A.

receiver in window B.

RECEIVING/RUNNING

Х

Dive.

"Umph" break tackle.

Spin.

Trigger

DEFENSE—BEFORE THE SNAP

Trigger

Activate defender right/left.

Activate defender left/right.

Call Audible.

Line Surge.

DEFENSIVE AUDIBLES

В

Trigger

Cancel audible.

Stunt.

Blitz.

Defend against

the run.

DEFENSE-AFTER THE SNAP

Х

Power tackle.

Trigger

Reach

Dive.

Activate defender nearest to ball

Start—Pause game Select-Instant Replay

Player Identification Marker

ONE PLAYER — Red before snap on offense, Yellow for ball-carrier, Red on defense.

TWO PLAYERS - Player One: Red before the snap on offense, Yellow for ball-carrier, Red on defense. Player Two: Blue before the snap on offense, Yellow for ball-carrier, Blue on defense.

TEAMMATES - Player One: Red. Player Two: Blue. Ball-carrier: Yellow.

STARTING THE GAME

Flip OFF the power switch on your Super NES™.

WARNING: Never try to insert or remove a Game Pak when the power is ON.

Make sure a Controller is plugged into the port labeled 1 on the Control Deck.

If you're playing against a friend, plug the other Controller into the port labeled 2.

- Insert the Game Pak into the slot on the Super NES™.
 Press firmly to lock the Game Pak in place.
- 4. Turn ON the power switch.

The Electronic Arts® Sports Network (EASN) intro will begin. If you don't see it, begin again at step 1.

 When Coach Madden's picture appears, press START to see the credits and START again to bring up the Game Set-Up screen.

SETTING UP THE GAME

You need to use the Game Set-Up screen every time you play. First select the kind of contest you wish to have.

Press the Control Pad up/down to select options and left/right to change the options.

GAME MODES

Regular Season Play Clock enforced

Pre-Season Play Clock not enforced

New Playoffs Tournament vs. computer

Cont Playoffs Tournament/password required

Sudden Death First score wins game

New All-Time Greats Tournament vs. computer

Cont All-time Greats Tournament/password required

PLAYER MODES

1P (Home or Visitor) One player vs. the computer

2P (Head-to-Head) Two players head-to-head

2P Teammates Two players vs. the computer

(see page 2 for control instructions)

Demo The computer vs. itself

TEAMS

Team One is the Home Team and Team Two is the Visiting team. If you're playing in One-Player Mode, in Regular Season, Pre-Season, and Sudden Death modes, you can control either the Home or Visiting team. In Two-Player Head to Head Mode, the player with Controller 1 is the Home Team.

QUARTER LENGTH

The game clock runs about twice as fast as a normal clock.

FIELD TYPE

The weather can come into play on an open stadium, but not in a domed stadium. The players tend to have better traction on artificial turf than on natural grass.

Open/Turf	Open stadium with artificial turf
Dome/Turf	Domed stadium with artificial turf
Open /Grass	Open stadium with natural grass

WEATHER

The weather is always listed as fair in a domed stadium.

Fair	Chance of light to moderate wind
Wind	Strong winds
Rain	Less traction on grass than on turf
Snow	Affects both surfaces equally

Press Start to begin play. If you don't press Start, the demo will begin automatically. Press Start to end the demo.

GETTING ON THE BALL

Team Comparison Screen



When you exit the Game Set-Up screen, the Team Comparison screen comes up. Here both teams are compared in nine major areas. One of the teams will have at least one, and no more than two, check marks at every position. Below are three ways teams can compare to each other.

Team A Team B

Team A is somewhat stronger than team B is this area.

Team A Team B
√

Both teams are relatively equal in this area.

Team A Team B

Team A is much stronger than Team B in this area.

Use this screen to determine just how easy or difficult your game will be. If you want the maximum challenge, choose one of the poorer teams and go up against one of the All Star, or Legendary teams. If you want an easy contest, play a strong team against an easy team.

Coin Toss/Wind

Before the referee can start the game, the coin must be tossed and the loser must choose which goal his team will defend in the first half. The direction of the wind usually has a bearing on which goal is chosen. As prompted by the screen, Press Y for heads or A for tails.

If you win the toss, you must choose whether to kickoff or to receive the kickoff. Press Y to kick or A to receive. If you lose the coin toss, the computer's team captain decides who will kickoff, and then you decide which goal your team will defend in the first half.



Look at the wind indicator to see which direction (if any) the wind is blowing. One arrow means a light wind, two arrows a moderate wind, and three arrows a strong wind. Make sure to note which goal the wind is blowing toward, and remember that the wind blows with the same force and in the same direction for the entire game. Press Y to defend the home team's goal or A to defend the visiting team's goal.

The kickoff play begins automatically.

Receiving the Kick/Player Control

If you're receiving the kick, your return man automatically catches the ball. If the return man catches the ball in the end zone he will remain in place until you run him out. If you do not run him out, the referee will signal a touchback. If

the return man catches the ball in front of the endzone he will automatically move up-field. You can take over any time you wish by pressing on the control pad.

Press the Control Pad in the direction you want the player with the star to move on the screen.

Kicking



The following kicking instructions apply to kickoffs, punts, and field goals.

Press B to snap the ball and start the diamond on the strength meter moving upward. Press B again to stop the diamond and strike the ball. The closer to the top of the meter the diamond is when you stop it, the farther the ball will travel.

Press Control Pad left/right to aim the kick after you press B the first time, but before you strike the ball.



Onside Kick

Press A twice to set up the onside kick formation.

Press B to start the kick meter arrow.

Press B again immediately while pressing the Control Pad to the right.

There is a slim chance that your team will recover the ball.

OFFENSIVE COORDINATION

John Madden Football '93 allows you the choice to control a play from the moment the ball is snapped till the referees blow it dead, or to simply call a play and watch it unfold. But before you can call a play, you have to select a set and a formation. The selection in the B window is Madden's choice.

Press control pad left/right to toggle through sets, formations, and plays. Press Y, B, or A to choose the set, formation, or play in the corresponding box.

NOTE You can change your mind before you call a play by pressing Control Pad Up. This will take you to the set or formation selections. To change a play after you have selected a play, you must burn a timeout. (Press Start and then press A.)

Offensive Sets

Besides the two special teams sets, there are four offensive sets: normal, hands, fast, and big.

Normal Two wide outs, a tight end, a half back and

a fullback-the standard package.

Hands Your best receivers, including two running

backs.

Fast Your four fastest wide outs, and your

fastest running back.

Big Your biggest, toughest guys.

Offensive Formations

A 'Formation' is a particular arrangement of the players on the field. There is a limited number of plays any given formation can run.

Pro-Form The halfback and fullback line up next to

each other behind the quarterback.

Shotgun A good passing formation. The quarter-

back doesn't have to drop back to pass

because he takes the snap five yards behind

the line.

Run & Shoot Most often a passing formation, since the

quarterback receives the ball five yards

behind the line of scrimmage.

Goal Line Use this when you need only a few yards.

Far/ Near This indicates where the halfback lines

up—far from the strong side of the line, or near it. The strong side is the side with the

Tight End.

Offensive Plays

Beneath the name of each play is the diagram for that play. Running and passing routes appear in bold white, while blocking and decoy assignments appear in gray.

Offensive Audibles/Fake Snap

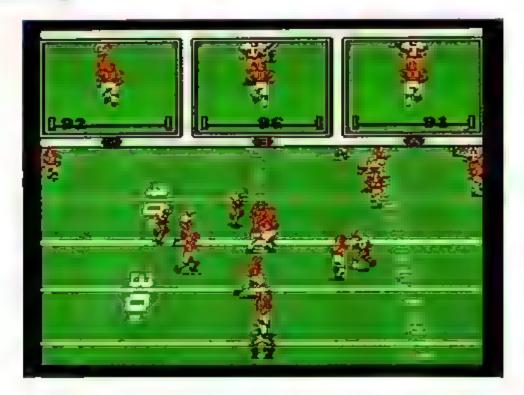
A fake snap might draw the defense offsides.	Press X
The snap starts the play.	Press B
An audible changes the play at the line.	Press A
(See the poster for diagrams of audibles.)	
Cancel Audible	Press X
Running Play	Press Y
Anti-Blitz Play	Press B
Trick Play	Press A

Running

The handoff on a running play is automatic. You take control after the handoff. The star symbol marks the ball carrier, and his jersey number appears so you know who he is. Use the Control Pad and the action buttons to move the ball carrier through the defense, or watch the computer execute the play you just called.

Hurdle	Press X
Dive	Press Y
Break tackle	Press B
Spin	Press A

Passing



There are three receivers for every passing play, corresponding to the Y, B, and A buttons. (The X button will throw to the B receiver.)

After you snap the ball, wait for the passing windows to pop up before you press any buttons or the Control Pad. You can let the computer execute the play, or you can press the button that matches the window of the intended receiver. If you move the quarterback out of the pocket or off his designed roll-out by pressing the Control Pad in any direction, the computer will no longer execute the play. Then it's up to you to choose a receiver and pass the ball.

Once the ball is in the air, the passing windows disappear. The target spot where the ball is headed appears on the field as a yellow, circled cross. Use your Control Pad to guide the intended receiver to the spot if he's not already there. Also, you can press X to raise the receivers hands. This increases the chance of catching the ball.

Reach for the ball Press X
(This increases the odds of catching the ball.)

Broken Passing Plays

If you press the Control Pad (i.e., take control of the quarterback) before the passing windows pop up, the passing windows will not pop up automatically.

Show passing windows

Press B

Hurry-Up Offense

At the end of a play you can go straight to the line with the same set and formation.

Hurry-Up offense

Press X

DEFENSIVE COORDINATION

As with the offense, the computer will control the defense if you wish. If fact, you don't even have to call your own formations, sets and plays. The option in the B window is "Madden's choice" and the computer will select it automatically if you don't press any buttons.

After calling a defensive play, you can select the man you want to control by pressing the B or X button until the star appears under that player.

The most important command to know on defense is the B button, which switches your control to the defensive player closest to the ball carrier. Move your defender with the Control Pad.

Defensive Formations

Goal line Good for shutting down short running plays.

4-3 Four down linemen with three linebackers.
Good for short and medium zone pass
coverage and a basic run defense.

3-4 Three down linemen and four linebackers.

Now the most popular defensive formation in the pros, it shuts down the short to medium pass and contains the run.

Nickel Employs a fifth (nickel) defensive back for passing situations.

Dime Employs a sixth defensive back when the defensive is willing to gamble everything that the offense will pass the pigskin.

Special teams Used against punts and field goals.

Defensive Sets

Attack Best used against the run, this set emphasizes containment. While it allows the short run up the middle, it tries to keep the back from turning the corner.

Read This set provides balanced coverage against both the run and the pass, though it excels at neither.

Cover This set is best used against the pass, with either man-to-man or zone coverage.

Defensive Plays

Beneath the name of each play appears a diagram of that play. The pass rushing assignments appear as yellow arrows, while the pass defense assignments appear as white lines.

GAME STATS

At half time and the end of the game the Scoring Summary appears. Press the Control Pad up/down to scroll through the Scoring Summary. For game statistics, Press B. For player statistics, Press Y for visitor and X for home.

PENALTY OVERTURN

Available only in Head-To-Head mode.

Penalties are called at the discretion of the officials. If a penalty goes against you, you may review it and overturn it by pressing Select to go to *Instant Replay*. Use the *Instant Replay Controls* to review the play, then press Select again. You are offered the chance to overturn the call, or you may let the play stand. You can overturn only one call per game.

PAUSE/TIMEOUTS

Press Start to pause the game. With the game paused, you can call a timeout by pressing A, as long as you have at least one timeout remaining. Each team is allowed 3 per half. If you do not wish to call a timeout, press Start again to resume play.

INSTANT REPLAY

Press Select to replay the last down. Follow the VCR-like control instructions in the left corner of the screen to operate the replay camera.

Press X: Slow Motion

Press Y: Rewind

Press B: Replay at Normal Speed

Press A: Fast Forward

If you wish to isolate a particular player, use the Control Pad to position the white highlight box on that player. That player's number will appear beneath him, and he will be centered on the screen.

SAVING/RESTORING PLAYOFFS

At the end of your playoff game, you'll see a screen showing an updated playoff tree. An eight digit number appears in the middle of the screen. Copy this number down on a piece of paper. It will be your password.

To return to those playoffs, choose Cont Playoffs or Cont All-Time Greats from the Game Set-Up screen. The Password Screen will appear. Use the Control Pad to select the appropriate characters and the A button to enter them.

After you enter the password correctly, press Start and the playoffs will resume where you left off.

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8	8	13	\$4	12	173

Receivers

			_		_		
	E.	ип	4	c	ET)	F3	e
ž	뭐	က	2	~	5	-	N
	Sic.	9	9	S	*	ന	-
	8	f*a	W	9	10	(*)	n.
	6	23	81	왏	88	83	98
		WRI	WR2	₩R3	₩84	161	TE2

Offensive Line

UID.	blok	12	~	l-u	1-	~
2380	욹	15	11	11	7	=
	益	286	276	598	305	305
	g	92	79	61	7.5	74
A 100 E		I.	97	Ų	Se Se	Ħ
2						

Defensive Backs

pass cov intenc

no spd. tcki

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<u>₹</u>

60

†~	0)	8	-	-	7	40
œ.	11	40	10	Ŧ	ф	4
9	10	11	ψ'n	Ξ	в	9
Page	2	œ	Ξ	4	J-u	9
27	R	3	23	85	24	뚔
B	FS4	RCB1	LCB1	RCB2	LCB2	583

Special fearns

		threa.	TACK	9	-
12	7		age	10	ω
9	7		peeds	10	60
	7		8	4	150 150
¥	۵			KR	85
	9	8 4 7	4 7 4 13	8 5 13 4 7 4	0 Speed 10 10 10 10 10 10 10 10 10 10 10 10 10

pass cov intenc BOIL PURSU. ō Dreak Facial 2 9 ۵ Ξ NO. 12/10/06 SOCUIT no, spd. toki. 9 = 12 ä ğ N 2 -2000 ğ, no spd LCB2 32 2 ø ijħ. 9 đ ΝĎ МЗ ROLB SA 9 PLB 51 6 42 2 LOLB 92 RELB 93 Defensive Backs RC82 35 98 87:1 K K RCB1 43 LCB1 24 % % ٤ 8 Ş 88 8 91 Special teams Defensive Line 10 4 Linebackers S 52 Ж Ē Z spd scmblg 3 e Pods Ξ 42 Ф LI') ινà pass nu blok blok Set Dist 医菌 Ξ Tange accur 0 no spd calch 285 11 = Ξ Ξ 8 586 85 305 388 * 081 13 13 DOS 00 HB1 44 10 HB2 21 11 10 m 0 90 ιń (P) PLAYER RATHIDS Ą 88 Z × 6 **Purinning Backs** 83 8 61 WR3 49 WR4 B1 082 9 8 Offensive Line 2 8 ٤ **Ouarterbacks** TE2 ¥RZ MARIA E Receivers BG. 2 æ 5 pass cov interc CHAS agil awar Dreak Lacki. 8 ώ 2 no spd tc9d 용 no range accur ğ ψä paeds ou 00 Spd Š 23 5 ψ, 28 1081 20 9 RCB2 27 3 LCB2 21 3 FS2 37 7 40 53 0 4 MLB 52 9 PLB 54 5 u) φ VD Defensive Backs B.8 58 XR 82 8 6 PR B2 Special teams Defensive Line 8 8 8 9 -豆 (unebackers FS1 9 눖 spd scrmbig. Posts 904 **v**h Ŧ Ŧ m 医 no sod catch lost 60 pass accur pess blok 2 2 9 ø vn щ no. range B 284 275 8 98 300 286 = Ξ o Ю F Ċ1 αĎ φ PLAYER RATINGS **LOS ANGELES**

2

Running Backs

081 11

Quarterbacks

082 14

HB1 39

HB2 43

F8 22

Receivers

84 8

TET

TE2

=

S,

8 2

Offensive Line

122

H НG

18

5

WR1 80

WR3 64

WR4 82

WR2 83

abil. pursu 9 90 TOP TOP SCCUL 프 0 9 30 PLB 52 5 Po speed 50d St 100 Spd 38 9 JEB 51 4 ΝĎ 2 9 RILB 59 7 |---**∞** no range Defensive Backs 95 8101 ROLE 55 37 5 RCB2 22 28 ٤ RE 90 X8 84 P4 Deforsive Line ន 8 Special learns P 41 ¥ Linebackers CBS RCB1 ,C81 ¥ Ę 8 FS2 23 spd scrmble hnds Quik W) 10 10 80 ব 超 i i 医黄 67 8 v accui. 2 no spd calch. 2000 ē 9 ø 후 9 no. range no spd. S 58 * 2 2 2 9 11 WEW ENGLAND 40 2 00 (D) 9 PLAYER RATINGS HB1 32 4 WR1 80 Running Backs HB2 24 WR2 86 WH3 83 88 67 7 180 QB2 13 WR4 81 77 20 **Ouarterbacks** Offensive Line 29 77 Recovers Ē HG. TE2 pass cov interc 13 15 agel pursu 2 Well ιΦ: Press Facilities 12 EG. 퍨 = ğ 9 Ξ RCB1 48 12 11 9 25 13 11 pds 39 11 no speed 47 15 Ξ R. pds ou 23 40 26 9 38 8 no. range 5 Ø 모 MLB 50 7 M Defensive Backs 55 g R.8 57 97.8 KR 20 PR 87 Defensive Line 8 8 97 RE 56 Special feares 92 FSZ Linebackers RCB2 2831 1891 FS1 19 88 늄 no range accur spd scrmblg w, hads no. spd catch tcM quik m m 00 ev. M) 医瓷 함한 φı ¢5 = Be Ξ 10 φ 9 pds ou Ç 1 93 27. 295 282 286 Φ m 40 PLAYER HATINDS HB1 33 HB2 21 MINNESOTA \$ 83 器 #R1 81 Running Backs WR2 80 WR3 84 WR4 87 5 2 沢 082 11 59 081 16 Offensive Line Z 8 **Operferbacks** Receivers 臣 亞 巴 RT RG 9

2

break G GCH

NEW JERSEY

PLAYER RATINGS

Quarterbacics

scrmblig.	w)	69
DQ\$	4	60
BOCUL	10	423
range range	Ξ	0
8	P-m.	Ξ
	Q81	QB2

Running Backs

	Punds	+0	7	מיו
¥	챨	:	7	10
	90	Ž4	80	=
	pds	12	Ť	Ξ
	<u>1</u> 0	32	24	88
		HB1	HB2	9.4

Ancevers

	quik	6	6	**	5	3	-
þķ	ţģ	ď	w	DI	ė.	-	
	catch	2	10	=	1/D	v	-
	spd	7	60	8	2	63	¢*)
	ê	88	8	87	2	8	H
		WB1	WR2	WR3	WR4	TE	TE2

Offensive Line

Ē	Bok	m	מו	65	es	c
9886	blok.	7	1	7	-	r~
	É	162	284	285	312	287
	90	69	99	53	19	22
		14	47	ပ	RG	RT

Defensive Line

	_	_	_	
pursu	ю	473	7	an
ě	8	sn.	Pro	on
Ecid.	#	9	9	00
Spd	70	1	8	10
B	97	8	96	56
	LE	11	RT	뿚

Linebackers

8
57: 8
56
83.
6

Defensive Backs

	interc.	40	7	40	10	64	-	co
2255	ģ	10	60	49	10	e)	(4	च
	1010	Pm.	10		Pa.	9	P-s	۵
	N N	W27	Pw	80	0.0	E-s	-	(T)
	ę	幸	23	40	2	21	45	33
		SS	FS1	RCB1	,CB1	RCB2	LCB2	552
i								

Special learns

no. range accur

		bresk Isod	100	3
9	9	100	6	~
0	9	speed	10	9
rt)	7	g	81	81
26	а.		KH	PR

NEW ORLEANS PLAYER RATINGS

Quarterbacics

G	190	280
8	63	_
Side.	10	40
accur.	0	67
pds	7	60
Scrmblg	-	ró.

Running Backs

			_	
	Ands	9	6	100
ž	8	20	80	6
	ē	Ø	7	12
	250	6	00	12
3	2	35	22	30
No.		HB1	HB2	22
9.				

Receivers

	_	_	_	_		_
quik	9	9	411	ന	10	-4
Dr. tcki	5	5	en	-	~	-
catch	00	9	9	+	4	-
8	۵	aá	2	Ŧ	4	ur)
2	Z	88	8	8	83	88
	WRI	WRZ	WR3	WRA	TEI	152

Offensive Line

들절		ľ.	40	Γ.	
2 2	rti	143	40	r.	S
2 5 S	9	10	10	10	10
2	284	\$62	252	289	278
6	74	22	1.9	70	29
	1	S,	Ų	88	8

Defensive Line

Pursu	9	~	
30 I DE	5	9	6
	23	2	
9		<u> </u>	-
200	40	φ	en en
ē	88	94	73
	뿌	Ξ	#

Linebackers.

\$ 2 5 5 5	2
필시 의 되시	40
8 = = 5 =	=
5 2 2 8 3	83
LOLB EILB ROLB	PLB

Defensive Backs

		_				_		
	Inflatic	75	14	12	13	В	1	9
pass	8	12	받	13	14	10	49	9
	ECHE	13	1	1	15	13	15	13
	Spd	12	7	12	13	60	1-	9
	2	33	28	<u>←</u>	92	27	₩	82
		SS	FS1	RC81	,C91	ACB2	LCB2	83

Special teams

no range accur

ν,		2	=	
4	0	12	9	
				brea
	19	Speed	30 if	Tack
Œ	22	P==	400	177
똢	8	4	2	-

NEW YORK

PLAYER RATINGS

Ouarterbacks

	_	
scrmbio	9	69
pds	8	3
Poss accur	12	10
SSEC SSEC	9	67
2	15	=
	081	082

Automog Backs

×	abnd b	P.	ιΩ	gh.
ŏ	DOI:	12	- 9	- CD
	100	14	**	**
	Spd	14	Pag.	Pa
	90	27	8	2
A. L.		HB1	HB2	9

Receive/S

	quik	5	us	2	m	(F)	677
brk	발	4	60	0	٦		Ģ
	catch	7	5	3	co	च	6-3
	pds	6	10	60	6	p.	-
	ě	82	88	20	90	26	8
		WHI	WR2	WR3	WR4	161	162
			_				

Offensive Line

						_
			12			00
22	Dlok	12	2	6	9	6
	ŝ	304	1881	265	289	275
	8	76	88	65	8	E
		Ľ	97	٥	ЯĞ	R
)						

Defensive Line

porsu	M3	7	-
ige ige	9	۵	9
Ickl.	7	9	tjn:
pds	20	5	σı
5	11	74	20
	11	¥	Æ

Linebackers

THE	13	61	I	1.4	æ
100	13	gn.	5	*:	6
pp	80	r3	=	9	w
8	13	(7e	14	17	Ø1
9	500	86	S	99	55
	COLB	1118	RIL8	R01.B	PLB
			_		_

Defensive Backs

cov interc	8 6	8	2 11	3 4	9 !	4	2
		_	-	<u> </u>	47	1/3	4
K	14	=	13	12	13	14	12
ğ	en en	00	Ξ	Ξ	9	7	'n
8	47	8	28	X\$	23	2	8
	SS	FS1	RCB1	1807	RCB2	,CB2	F\$2

Special learns

					_	
			break	bod	49	N.3
2000	#	7		901	o-	6
2000	\vdash	12		paads	11	10
00	th.	S		ġ	S	8
	¥	۵.			9	80
			1			

DAKLAND

PLAYER RATINGS

no. spd tck! agd. pursu

Defensive Line

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9

10

1E 93

£ 20

Quarterbacks

	٤	pass	0255 300ur	Spd:	strmblg.
081	13	9	40	4	9
082	Ş	0	11	479	49

12

8

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Linebackers

Running Backs

10 spd. tcid. agil awar 56 6 8 7 7

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9

10

PLB 58 5

Defensive Backs

	hnds	9	an	5
brit	Ē	-	4	9
	8	10	P4	60
	9	61	7	Pro
	8	29	35	33
		HB1	HB2	æ

Receivers

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pass cov interc

13

no spd tckl.

5 5

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8 2

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RC62 46 5

1091 36 8

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Offensive Line

E.	Ď,	8	13	12	11	80
pass	ž	10	14	14	13	Ü
	20	206	285	281	290	296
	ġ	8	92	22	65	2
	İ	L,	97	a,	96	ET

Special feares

no. range accur

- CD)	8 10 14	13 14	break	no. speed agil back.	85 6 6 2	81 19 111 7
	8	60		Ş	85	18
× 0	~	4			KR	BG

SOIL PAINS = tok no range accur * Ī # ğ $\stackrel{\pm}{=}$ 53 ğ ø uð. ማ 8R 37 11 PR 80 8 pds ou no speed 00 Spd 46 12 RCB1 29 9 LCB1 35 10 LCB2 | 40 | 4 ğ RCB2 22 | 5 ROLB 56, 13 #B 101B | 50 14 RILB | 52 | 8 PLB 54 8 æ ۵ 42 g Defensive Backs 92 CILB SE 31 8 88 Defensive Line Special feams P 16 Linebackers. 25 5 Ē SS ¥ accur spd scrmblg. 60 Ands ă ø (T) ÇM on. 9 473 を養 美麗 설립 60 Catch 8 C 74 304 8 Ē œ, 90 ന D0. 13000 18 29-1 309 9 .G 68 295 pds ou 9 SQI OF 082 17 0 HB1 39 8 80 9 HB2 37 5 ÇQ. ф PLAYER RAPHIDS FB 34 9 WR3 BT 8 20 WR2 86 8 67 RT 63 Running Backs WRT 87 3 RG 61 Offensive Line Ouarterbacits PHBENIX WR 3 -Receive/5 162 pass cov interc azing liga 2 no spd leid agil awar break 140% 8 Ξ 10 Ξ 2 ç on 10 12 흏유 2 ç Maj bgs on 20 11 14 48 15 14 15 ****** 47 no range about Z 공 RC81 21 15 no speed 59 14 1081 26 11 38 10 KR 22 11 Sp 8 0. MLS 56 10 RLB 55 10 PLB 51 12 g æ o œ Defensive Backs 96 34 P.H. 88 74 Defensive Line RT 99 Ş Special learns 딿 9 Lunebackers RCB2 1092 FS1 \$32 81 spd scmblg 2 hnds gelk L, m) **#0** ĒŽ pass run blok bíok.

ÉZ

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70 Spd

Running Backs

Pags accur

NO RANGE

Guardenbacks

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HB1 34 HB2 32 9

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no spd catch

Receivers

40

WR1 86 WR2 89 WR3 81

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MÜ Çvi

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WR4 B4

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280 79 290

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275 285 325

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RG

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RT

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2

Ottensive Line

Dreak

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PHILADELPHIA PLAYER PATINGS ω

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PITTSBURGH Player ratings

Duarterbacks

Scrmbig	3	47
spd.	(5)	4
pass	00	9
SSEC	4	φ
ė	9	14
	081	0B2

Running Backs

160	1	Date			474	
		8	pds	ille	Š	hnds
	HB1	累	10	co	40	62
	HB2	25	T T	w	þ	00
	æ	Ø	10	10	ι¢η	9

Receivers

				ž	
	2	89	calch	흸	Quik.
WH1	8	6	100	4	10
WR2	82	14	9	4	2
N. P.	60	Ps.	띡		en
WR4	8	49	8	-	5
TE1	88	8	9	m	u)
152	25	5	mp*	pe	-

Offensive Line

Ē	DIOK.	7	ч	l-u	7	9
55	받	-	1	10	2~	-
	20	289	962	274	295	295
Little	40	33	67	83	77	72
PLACES		-	91	o	88	RI
5						

Defensive Line

	2	pds	tck	adil	pdrsa
w	46	ф	φ.	φ	423
5	8	uù	512	ф	9
뿚	8	6	φ	φı	щ

Linebackers

anar	co,	ιń	-	e.	10
훎	1-1	S)	9	11	10
30	9	6	9	00	9
200	9	Pa.	甲	11	20
8	53	25	8	95	Ď,
	1018	87.7	RILB	ROLB	PLB

Defensive Backs

pass

2							
- Tulenc	N.31	_	•	P-s	e1.	L C	(5)
2	ю	60	3	60	e	ю	0
1CK	1	8	40	Per	60	7	9
200	5	8	ada .	7-0-	rm.	PL ₂	ഭ
ė	37	27	26	24	44	43	22
	55	FST	RCB1	LCB1	RCB2	CBZ	FS

Special feams

		Dreak	tack)	9	35
accur 5	00		80	10	11
1 Pde	1-		Speed	caón	11
8 -	F)		8	88	26
2	Δ.			KB	PH

SAN DIEGÓ PLAYER RATINOS

Quarterbacks

	8	pass	accur accur	98	scrmb
081	17	o	90	m	m
082	19	0	27	62	ć9

Running Backs

	Common of			ž	
	2	8	agil	8	hnds
쪞	82	12	=	Ξ	æ
#82	33	92	Ξ	6	11
22	35	Ξ	12	2	ю

Receivers

	no spd calch	WR1 83 7 5	WR2 81 6 5	WR3 31 3 4	80 3 3	89 3 4	B8 3 3
ğ	ch tclu	es.	2		0	0	0
		9	177	m	P)	60	4

Offensive Line

RUP	DIOK	65	c+7	9	cu)	L.)
DRSS	blok	7	£	10	7	7
	sqi	292	305	282	310	286
P.	GL.	67	17	53	65	76
the section		Ľ	91	Ç	S	H
			-			

Defensive Line

	Ü,	Spd	ğ	5	PUTS
E	콠	5	7	5	2
L	8	S.	15	47	9
₽	75	9	Pro-	9	9
RE	얾	9	10	9	9

Lunebackers

	E 15	5 5 6 6	2 8	ā [-	129
\rightarrow	33	φ.		un	é ep
_	-6	=	9	10	12
	53	ø	9	φ	1-

Defensive Backs

	interc	89	00	89	12	ιc	च	ın
22	ğ	6	00	40	10	7	খ	40
	1CK	6	ac	6	-00	00	80	90
	Spd	03	90	9	-	5	=4*	40
	ij	83	24	প্র	32	27	28	R
		SS	53.	RC81	ECB1	RC82	1082	FS2
9	ľ							

Special fearing

			break	tackl	6	g
accur	ന	dis		1000	14	=
'ange	=	-		speed	14	42
9	42	2		9	<u>::</u>	~
	52	٥.			Æ	8

PLAYER RATINGS

SEATTLE

Ovarierbacks

ssed ssed

081 18 2 6 3 3 082 11 0 3 3 3	11 0		2	ange.	#DCC04	200	Scrmbig.
002 11 0 3 3 3	QB2 11 0 3 5 3 3	081	128	¢4	ю	m	e
		982	11	0	ιή	67	9
unning Backs						200	

		1			-
	2	200	100	ğ	Nogs S
HB1	용	4	40	5	-
HB2	82	t/TI	ç	la.)	пф.
H	S	10	10	2	12

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		ı	ē
		١	ü
		í	7
		ľ	
		í	3
		Ę	

	pds oo	89 8	91	84 4	82 4	96	63
	catch	10	7	2	-	w	40
¥	lck.	φ	4	ev	-	2	-
	gulk	10	Ľ.	urb.	uh	m	**

Ottensive Line

L'A	사이사	6	9	ę	9	9
9980	100 100 100 100 100 100 100 100 100 100	00-	8	40	60	00
	\$	289	285	283	278	286
	\$	99	99	K	71	83
			16	O	RG	H
5						

Defensive Line

pursu	Q	r13	1	9
300	40	5	80	۵
tog tog	9	r)	න	un
pds	60	4	9	vo.
90	7,9	72	8	17
	EE	П.	HŤ.	뿙

Linebackers

	_		_	
awar	10	9	13	00
0	Øı	60	12	80
ŭ,	10	4	00	5
ğ	оп	2	13	ю
8	98	92	97	52
	118	914	R.B	P.B
1				

no spd tcki cov interc Defensive Backs

_						_
6	13	e a	12	অ	7	60
80	13	6	12	PD.	5	00
12	12	13	12	12	12	12
Qb.	13	6	42	न्दा	100	-010
22	7	27	29	26	34	25
SS.	FS1	8081	LCB1	RCB2	,C82	FS2

Special teams

no. range accur

K 4 11 12 P 14 9 3 break no speed agul tackl KR 42 12 13 8 PR 42 8 9 4						
14 11 11 11 11 11 11 11 11 11 11 11 11 1			break	tacku	00	ಠ
14 12 14 14 14 14 14 14 14 14 14 14 14 14 14	12	en		101	13	Ġ
00 00 00 00 00 00 00 00 00 00 00 00 00	11	00		peads	12	80
± 0.	ना	14		2	42	42
	¥	۵.			×	a.

SAN FRANCISCO

PLAYER RATINGS

Quarterbacks

	g	SE SE	SCCIE	88	\$c/mbig
68	16	13	11	73	5
085	00	99	12	fra.	7

Running Backs

brk

	2	200	R	¥.	Hods
184	8	10	00	සා	1
HB3	35	6	00	1	vo
æ	작	2	P-0	5	8

Receivers

						_	
	qué	12	6	9	4	9	40
ž	ICM	80	ľ-u	9	3.	ব	60
	catch	12	10	ω	ψ	ф	uò:
	spd	10	10	fre.	1.1		S
	01	88	85	88	28	33	Б
		WRI	WRZ	WR3	WRA	TEN	TE2

Offensive Line

pass nur

	un.				
blok	6	12	6	9	6
54	291	265	260	280	277
OL.	67	62	61	2	74
	-	9	Ų	RG	R

Defensive Line

DU'SU	S	5	S
	P-s	*Qf	50
Ick	l-a	7	9
spd	Φ.	¥	ض
몯	72	88	72
	4	μ	분

Linebackers

SHABI	2	0	v2	10	0
PDe 1	-	6	-52	10	6
tck	νn.	47	œ	Pau	rci
Š	5	Ξ	ψ	0	00
B	8	59	86	8	52
	1018	LILB	RIFB	ROLB	쭚

Defensive Backs

			_	_	_	_	_	
	unterc	10	13	13	(P)	酚	φ	40
38	õ	10	10	9	ę,	P-m	'n	9
	Š	13	1	13	11	11	Ξ	13
	Spd	10	1.5	÷	Q1	80	9	φ
	8	40	22	29	26	45	25	25
		SS	FS1	RC81	1001	RC92	CB2	F\$2

Special learns

				_
actur	-	40	100	20
range	1	9	peeds	=
9	9	77	5	35
	×	۵		\$

break	1906	
	8	

tack	9	9
8	10	ф
poads	Ξ	9
6	35	82
	88	4

TAMPA BAY

PLAYER RATINGS

Guardenbacks

pass pass no range accur spd scrmbig

6	4	
10	7	
6	a	
13	14	
180	082	ı '

Ponning Backs

dr.

Ę	9	40	100
Ska	8	νŋ	Þ
301	10	9	9
200	40	9	9
٤,	S	40	20
	HB1	HB2	FB

Receivers

P.F

	5	pds	catch	E)	ğınış.
WR:	88	9	9	(17)	ιφ
WR2	器	9	4	2	65
WR3	87	9	3	0	-
WR4	基	3	ы	0	-
181	82	e	뒥	0	64
TE2	89	Þ	2	0	2

Offensive cine

Plot.	ă di	S	0	2	2	2
2580 5104	0105	aça	ď	113	N)	ın
2	ġ	290	279	284	301	233
	2	74	73	61	99	72
		E	97	Ü	RG	RT
5						

Defensive Line

LE 79 7 5 6 6 4 1 6 4 1 1 1 1 1 1 1 1 1 1 1 1 1 1					
no spd tek, 79 7 5 98 6 4 96 8 8 52 7 8	pursu	9	4	9	-
no spd 7 79 7 79 8 6 8 96 8 8 52 7	301	ф	ф		ф
S 88 88 28	TCk.	М	47	60	60
+++	Spd	7	9	æ	Pro
피디토	up	79	8	8	525
		31	7	RI	H

Linebackers

GWG	6	4	12	40
301	80		12	1
100	2	8	13	מי
250	en en	4	13	00
흗	59	55	51	33
	LEB	ML8	RUB	PLB

Defensive Bacics

	merc	10	40	60	9	w	Pas,	7
ssed	COV	<i>0</i> 1	œ	=5	gn.	rti.	Per	
	ick.	13	13	14	32	13	24	2
	Spd	10	93	-	10	=	h	-
	ρĹ	53	23	7	8	22	eu eu	33
		SS	FS1	RC81	LCB1	HCB2	1082	F52

Special feams

no range accur

					_
		break	tack	4	ហ
0.			agil	40	5
Ξ	7		peads	8	=
-	7		01	40	187
×	a.			KR	8
		'			

WASHINGTON

PLAYER RATINGS

Duarterbacks

		V6 00	600		
_	90	eange range	SPCUE	Spd	scmblg
180	=		0,	m	2
082	2	0	40	(*3	ריי

Running Backs

brk

	8	spd	90	g	hnds
HB4	21	15	박	22	вр
HB2	B	11	11	10	ф
FB	37	畝	1	9	2

Receivers

Pr4

			r		_	
Quik	12	=	-	9	Pa.	40
10%	8	*	40	m	4	~
Calich	12	10	01	ın	- 2	₹
줐	*	8	Ġ,	7	-	477
2	25	8	83	88	22	딿
	WR1	WR2	WR3	WR4	TE1	TE2 .

Offensive Line

5	DROK	12	7	7	11	p.
2355	DFOK	15	11	11	14	=
	ps p	290	308	259	285	300
Link	91	79	99	23	69	76
Prider		L	97	O	S	F.
				_		

Defensive Line

	_	_	_	_		
agel pursu	10	9	1	7		2Wh
1000	ιħ	φ	P.	7		agil
Icki	Q	47	9	4		30
spd	10	ı,	Pag.	æ		gg
20	7.1	75	78	80	15	g
	ΤĘ	11	RT	莊	Linebackers	
					2	

	ġ	Ž,	100	90	#WJ	
1.8	58	14	3	15	15	
MLB	Z	10	þ	03	11	
R.B	55	14	8	13	14	
PLB	51	15	9	15	15	

Defensive Backs

			$\overline{}$					
	INTERC	12	14	12	14	10	8	00
BSBC	200	10	13	15	13	80	00	F
	200	13	£3	13	23	23	24	EVI
	Spd Spd	12	14	15	14	10	80	œ.
	ĠĽ.	26	27	28	35	45	02	쫎
		SS	FS1	RCB1	CB1	RCB2	CB2	553

Special fearns

THO TRANSPORT STOCKET

		break	Jack	2	éa
1-	ņ		lige	5	13
10	4		paads	9	14
80	EN		40	8	30
×	a.			XB.	PR

pass cov interc agif pursu agril awar ø 22 7 9 9 6 break tackı 받 받 15 15 00 9 4 ю lu3 42 ş က္ 2 ñ 3 ω đi 30 5 5 당 9000 ş ¥ Ŧ Ť. ψ, 5 ψ 经 ₽ 9 ç <u>3</u> = • 막 æ Ů) Paeds on ç Ξ pds ou no spd 29 9 range Š 59- 15 57 14 5 5 40 12 45 12 2 49 9 12 22 Ç 23 \$ Defensive Backs 83 KR 22 PR 23 Defensive Line × 8 22 FV. Special fearing 77 20 ę (Implackers) RCB1 CB2 RCB2 MLB 31.8 PLB 1837 583 91 25 8 발 품 ۵ scribig ന v Sport Quik DNI. e. r5 'n -60 pds 877 60 A ž Z brit no spd calch tolu 프 Ф N EN o 프 0 DASS BOCUL pass bass = 00 2 1/2 2 177 ĖN pass 251 248 250 pds ou * 286 386 9 발 삒 2 10 2 μŊ Ġ, CV. PLAYER RATHES 82 4 WR2 81 8 88 23 Running Backs 83 23 ē Offensive Line 79 OB2 15 22 8 2 67 \$ MIAMI 72 9 081 12 **Quarterbacks** 発 WRB WR4 F81 WRI Ę Receivers TE2 SS. ٢ 9 ب merc agil. pursu \$ 2 -15 2 2 2 12 Ø. 47 I = E 40 SS ès ā Ý? 7 먎 모 7 12 2 12 2 일 2 agil ÷ 00 <u>F</u> no spd fch. no range accur ğ 5 7 5 2 Spd tcld ÷ 얼 22 2 ~ --12 2 2 2 gn Speed pds ou 28 73 59 t5 58 t5 24 15 22 11 45 15 ÷ 42 15 38 63 12 32 15 47 13 F 9 2 ---4 = œ Defensive Backs KR 30 26 2 Defensive Lune 2 52 Ą g Special learns 왕 00 CB2 2 r RCB2 Linebackers 2 RC81 LCB1 818 E 818 9 ž SS a H HE 끸 5 scmblg 9 4 hnds 营 Z \$ 6 ø, 69 9 ğ 4 No. har spd catch told 黄豆 22 ₽ 13 Ξ 15 9 ω 2 ф шп w σ 2 PASS Pick Pass ** 2 2 44 ç 2 Ξ ě 12 Ξ 20 den den F 2 92 6 Pass no. range MASDEN GREATS 383 255 251 2 2 249 253 2 70. Spd FB 44 15 Ξ 8 12 15 WR3 84 7 ф ďρ PLAYER RATIMES ch 40 25 WR2 21 WR4 84 8 91 180 QB2 12 Running Backs HB1 34 HB2 20 WR1 80 200 2 3 S P Offensive Line **Suarferbacks**

Receivers

231

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NEW YORK BB PLAYER RATINGS

Ouarterbacks

scrmb	4	63
pds	7	173
pass	00	33
13nge	=	-
윤	=	17
	180	200

Rumming Backs

		_	_	
	Ands	P	9	NO.
ž	tck	15	9	1-
	301	15	1	ĝ
	bds	¥73	40	Legal
	90	20	22	4
A Addition		HBV	HB2	쁀
2				

Receivers

brk	catch teld quilk	5 3 4	5 3	4 2 3	4 1 3	8 6 9	5 1 4
	no. spd c	88. 11	11 11	11 09	01 98	5 68	84 5
	E	WR1 8		WR3 8	ш	TE1 8	TE2 B

7 7 7 7 7 7 7 9 6 6 6 6 6 6 6 6 6 6 6 6
7 7 7 7 8 8
\$ 5 5 3 5 8 \$ 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5
5 3 2 8 2 8
1 일 3 문 표

_	40	m	_	ф	_
	_				-
2.3	¢*3	EV	-	κp	-
0	40	77	77	æ	ι'n
Ξ	11	11	10	фı	N)
22	12	8	8	89	器
WHI	WR2	WR3	WR4	TE1	7.62

Offensive Line

no range accus

Special reams

•	blok	40	ф	ф	ф	L
	춵	7	7	4	1	r
	ě	271	270	265	Z	400
	ĠĽ.	3	-67	65	63	(
		1	27	O	HG	P

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PLAYER RATINGS

agel. pursu.

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pds

Defensive Line

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75

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2

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75

agai pursu

tek

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2

Defensive Line

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Ovarierbacks

scrably.	17	ю
pds	m	m
Pass	11	Ф
SSEC	10	-
8	12	15
	180	085

Rumming Backs

no. spd told agil awar

LANGTACKETS

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LOEB 58 13

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2

PLB 52 8

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Receivers

pass cov interc

spd tck.

2

Defensive Backs

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48 10

p.** ç

27 11

151 88

QP. Pu.

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1801

9

RC81 23 52 ф

RC82 34 7

00

FS2 28 7

9

LCB2 46

	And.	12	1	9	rt)	ij1	4
5	10)	00	9	2	2	5	63
	Calich	11	11	岭	ın	r)	4
	Spd	15	Pa.	10	11	80	9
	00	21	25	49	100	87	38
		WRI	WR2	WH3	WR4	TE1	TE2

Offensive Line

			_		_
blok	12	12	ab	00	٥
plok,	14	14	皇	10	4
R	265	254	250	270	260
8	78				_
	=	19	S	RG	TO

ULT 2250

2	12	畝	00	00
14	14	모	10	0
592	254	250	270	260
尺	3	昂	Z	70
E	9	0	RG.	ET

break facidi.

흏 2

no speed

10

88 88

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PR 80

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52

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2 L/A

LF 72 MT 74 3 Linebackers ä

To. spd tckl. agil awaif = 1018 41 11 RRB 58 11 ROLB 83 9 va L1LB 39 8 PLB 42

Defonsive Backs

cov interc

no spd toki

Ħ	11	5.5	11	mb	Pw	Cr.
10	Ξ	13	12	7	9	92
22	12	=	75	12	2	11
ij,	Ţ.	5	Ξ	亩	P-	ťΩ
7	33	24	56	52	2	47
SS	153	RCB1	1081	RCB2	LCB2	FS2

Special teams

no range accu

		break	tacki	æ	u¢
-	12		HDe	41	10
0:	10		paads	12	13
14	60		2	31	8
×	n.			Ä	PR

DALLAS 77

PLAYER RATING\$

Quarterbacks

	_	_
scrmbig.	5	3
Spd	5	m
Dats accor	10	2
p 355	9	0
ĝ	12	=
	081	082
,		

Running Backs

9	COMPANY DOOR	2			404	
		2	3pd	10il.	Č,	hods
	HB1	33	15	15	13	3
	HB2	-26	6	6	80	6
	82	T T	53	÷	12	9

Receivers

hr	told, quik	1	77	0	0		0
	catch	6	2	3	6	4	e
		ę,	H	-	10	πņ	ró.
	2	83	88	38	80	8	60
2		WRI	WR2	WR3	WH⊄	TEI	TE2

Offensive Line

	PROK.	Ç4	宀	10	Ξ.	æ
pass	blok	13	5	11	12	9
	æ	255	250	259	249	256
		2	33	83	Z	67
		E	ĘĞ.	Ç	RG	R

Defensive Line

DOISE	11	9	6	12
101	10	7	6	=
pol	10	13	13	12
Spd	Ξ	7	00	
90	22	75	3	25
	LĒ	ij	RT	ä

Svandagaur7

- 1				
29/42	ţ	11	22	₽
	45	11	14	10
쯢	2	9	-0	-0
ğ	1.5	0	15	10
8	ιЯ	23	8	3%
	11.8	M.B	818	PtB

no spd (ck) cov -nterc Defensive Backs

				_		
4	15	11	11	a p	10	mÇ.
13	74	10	10	6	00	9
14	14	15	15	15	15	15
14	15	-	Ξ	00	10	00
41	3	25	31	42	20	46
23	FS1	HC81	LCB1	RC82	1082	FS2

Special feams

no. range accur

		break	tack	BQ-	4
2	no i		abil	13	1
ĝ	9		paads	13	8
-	11		5	98	98
Mr.	a.			ΚR	PH
-					

PITTSBURGH 78

PLAYER RATHGS

Duarterbacks

scrmblg.	4	m
pds	d	ক্ষে
PSSS accur	80	
pass range	5	0
9	12	53
	081	QB2
,		

Running Backs

š

	٤	spd	301	훒	PHS PHS
HB1	22	12	10	10	1
HB2	器	8	60	9	च
F8	32	14	72	14	9

Receivers

þrk

	8	200	calch	toki.	Quik
WR1	83	12	7	m	Pay
WR2	88	Pa.	11	4	P+
WR3	8	9	9	0	2
WR4	83	e	5	0	m
TEI	æ	2	'n	2	ri)
TE2	88	Pu.	69	-	cu

Offensive Line

pass run

쓝	9	ф	12	ф	a p
Pok	13	11	5	1.	11
ps.	261	256	249	244	241
8	55	57	55	72	74
	Ľ	93	O	ВG	H

Defensive Line

		$\overline{}$		_
DO 150	Ģ	12	10	ф
30 m	40	12	40	ada
2	10	9	7	7
500	90	11	(C)	63
200	68	75	3	76
	31	1	BI	R

Linebackers

	5	å	ğ	ā	awar
.18	59	15	12	14	13
MLB	53	15	12	75	15
RL8	5	11	w)	12	11
PLB	88	10	Þ	11	10

Defensive Backs

	interc	12	12	13	13	£	12	69
pass	300	13	::	14	14	eç;	11	9
	ICK	15	15	15	15	45	15	15
	spd	12	12	13	13	t-a	12	00
	2	31	23	47	83	몷	21	28
		SS	FS1	RCB1	1CB1	RC82	LCB2	FS2

Special reams

no range 10 5 5 7		1 7	
ngs ou	poeds	30.1	P 3
 98	-4	4	=
 28		~	123

	8	poeds	agil	preak
×	8	14	14	11
ЬН	23	7		6.3

WASHINGTON 82

PLAYER RATINGS

Quarterbacks

	٤	pass range	accur	pds	ş¢mbig
981	P~	12	12	· Q	Ф
382	60	a	2	43	CT)

Running Backs

가	tckl. hnds	7 7	7 6	12 4
	<u>1</u>	90	6	15
	Š	φι	a a	14
2000	6	25	28	44
o Summit		FB.	HB2	60

Receivers

Offensive Line

5	쓢	4	4	12	7	1
SSEE	btok	ϓ	60	ф	mô .	65
	25	285	272	244	255	260
	9	33	8	53	53	74
		5	2	Ü	86	R

Defensive Line

Spo teki agri purs.	11 8 6	7 11 7	2 5 6 8	12 9 12 12
0	76	65	RT 77	RE 72

Linebachers

	운	pds	tcki	Š	awar
	8	113	ιΔ	14	14
MI.8	52	10	ιO	12	-
RLB	57	-13	ų.	12	14
PLB	51	10	4	6	10

Defensive Backs

		_	_		_			
	Inferc	10	12	45	12	-	P.	æ
2380	COV	11	12	15	14	7	00	φ
	told	12	13	12	12	11	12	13
	pds	10	12	15	15	Pin	1-4	95
	g ₀	23	Ŕ	33	5	47	딿	83
-		88	FS1	RCB1	LC81	RCB2	LCB2	523
ì								

Special Isams

			break	tack	60	P
accur	15	~		500	13	63
S BOUL	1	60		Speed	14	BIC)
00	9	5		8	21	21
	×	0.			ХH	Hd

SAN FRANCISCO 84

PLAYER RATINGS

Quarterbacks

ipd. scrmblg	4	69
accur s	15	10
Pass Pange	12	-
2	16	9
	CB1	082

Running Backs

	hnds	ф	ď	12
Ħ	tcid	14	φ	ģī
	iğe	15	00	=
	pds	15	l'e	12
Charles of	8	36	24	83
2		HB1	HB2	8
à				

Receivers

	quik	- CO	02	un			.=
		Ψ,		47		411	
Ř	K3	9	45	(v)	-	₹,	67
	Catch	6	gn	чo	9	9	9
	Spd	11	13	14	6	9	Per
	8	18	8	\$3	88	20	18
		WRI	WH2	WR3	WR4	重	TE2

Offensive Line

UP SSEQ

Dlok.	1.1	ψı	ф	ĊΊ	6
DFOR	13	11	Ξ	11	11
8	335	265	266	265	230
8	77	89	98	51	71
	5	97	Ų	RG	R

Defensive ting

no. spd. teki agal pursu

=

9

노 3

8 60

6	
p.	
9	
90	
76	
出	

LANGBACKETS

			_	_	_
awar	63	gn.	· I/O	o	4
100	6	ð	ø	má	c
101	9	9	6	*	ų?
pds.	10	gn	9	9	47
9	87	2	7	2%	8
	10LB	970	RILB	8018	PLB

Defensive Backs

SSEd

inlerc	Ξ	12	11	13	20	80	1
6	12	12	Ξ	13	7	80	~
200	7	2-4	3	1	P-m	9	P-0
200	=	125	Ξ	13	00	60	P-4
2	27	83	21	42	33	李通	40
	88	FS1	RCB1	LCBI	RC82	1082	FS2

Special feams

			break	LRCK	7	P-
BOCUL	j+a.	00		200	11	12
(ange a	9	6		Speed	9	=
Du c	14	-		ę	32	43
	м	4			XR	P.B

Detensive Line

Durse	12	6	1	14
2gil	12	60	9	13
SCIC.	6	12	1:0	Ξ
pós	10	0	1	12
8	99	76	72	83
	4	Ξ	HT.	Æ

no range accur spd scrablig

ω

o

6 180

0

D82 4

- 1		_	_	_
Durse	12	6	1	14
30	12	00	9	5
School Color	6	12	10	Ξ
pos	01	o	7	12
8	99	76	72	8
	4,	L	HT.	RE

	ñ
	acte
	Sec
	-

	ę	200	COL	8	awa
911	5	2	7	13	13
MLB	\$	15	11	15	15
RLB	23	15	7	14	14
PLB	56	10	5	10	11

brk told hnds

10 Sod बद्धा

Running Backs

45

HB1 34 15

ø œ

ω

HB2 29

8

20

35
T.
*
46
No.
2
10
5.
-24
20
G)

brk no spd catch told quik,

Receive/3

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WR1 83 14

WR2 85 11

WR4 86 WR3 82

87 8

Ē

SSEC

	_						_
INTERC	τ̈́	15	15	15	1	8	00
ò	15	14	15	Η	7	10	æ
tckd	12	12	13	43	13	12	13
g	15	15	15	45	7	φı	ψ
2	23	45	21	27	23	31	48
	SS	FS1	RC81	, CB ,	RC82	1082	FS2

Special leams

pass run Rs blok blok

9

Offensive Line

10

TE2

569 258

S

2

12

B 25

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280 261

RT 78

£

				_	_
			break tack	11	e9
BCCUF	F2	2	105	15	7
no range	7	22	peads	15	60
9	9		S	83	3
Ī	×	ď		2	82

AEL MADDEN 92

PLAYER RATINGS

Quarterbacks

	g	ande	SCC.	pds	Scrmblq
180	Ξ	11	10	63	(FZ
88	12	12	12	m	rò

Auntaing Backs

Prk.

n l			
	1	D)	0
5	15	14	10
5	15	15	2
2,00	15	. 15	Ξ
8	20	콨	101
	HB3	HB2	œ

Receivers

Ħ

quik	Ĉ.	ф	14	12	ını	В	
	EĎ.	p.	6	10	ie.	45	
catch	12	10	=======================================	12	9	0	
pds	0	10	113	91	530	E.S	
8	8	82	器	2	딿	22	
	WRI	WR2	WR3	WR4	TES	162	

Othersave Line

Dass run

_			10	11	Ġ
Diok	12	11	14	12	10
23	281	269	291	280	315
S	78	61	æ	92	75
	D	91	٥	RG	RT

Defensive Line

	400	Bds	ICK!	5	Palrst
¥,	92	11	В	13	13
¥	88	9		14	10
RE	98	10	60	12	13

Linebackers

		_	_	_	_
awar	12	15	9	52	on
퓛	15	15	φ	15	g)
B	t-a	40	12	Pa.	11
500	7	14	1/2	Ξ	10
9	52	59	Š	88	97
	1018	, ILB	RILB	ROLB	PLB

Defensive Backs

	miero	12	80	52	14	000	13	10
pass	ô	13	200	27	55	ds	13	10
	75	8	9	13	~	etò.	g,	on.
	ş	12	ക	15	7	6C-	13	10
	9	42	38	28	12	26	\$	25
		SS	F\$1	RCB1	1683	RCB2	1082	FS2

Special feaths

- w	14		12 th	= =	Die.
-	-	8	paads	8	tack
100	100	23	Ξ	45	Ξ
00	œ	1.0	12	1.	1-

CHICAGO 85

PLAYER SATINGS

Ouarterbacks

CREDITS

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